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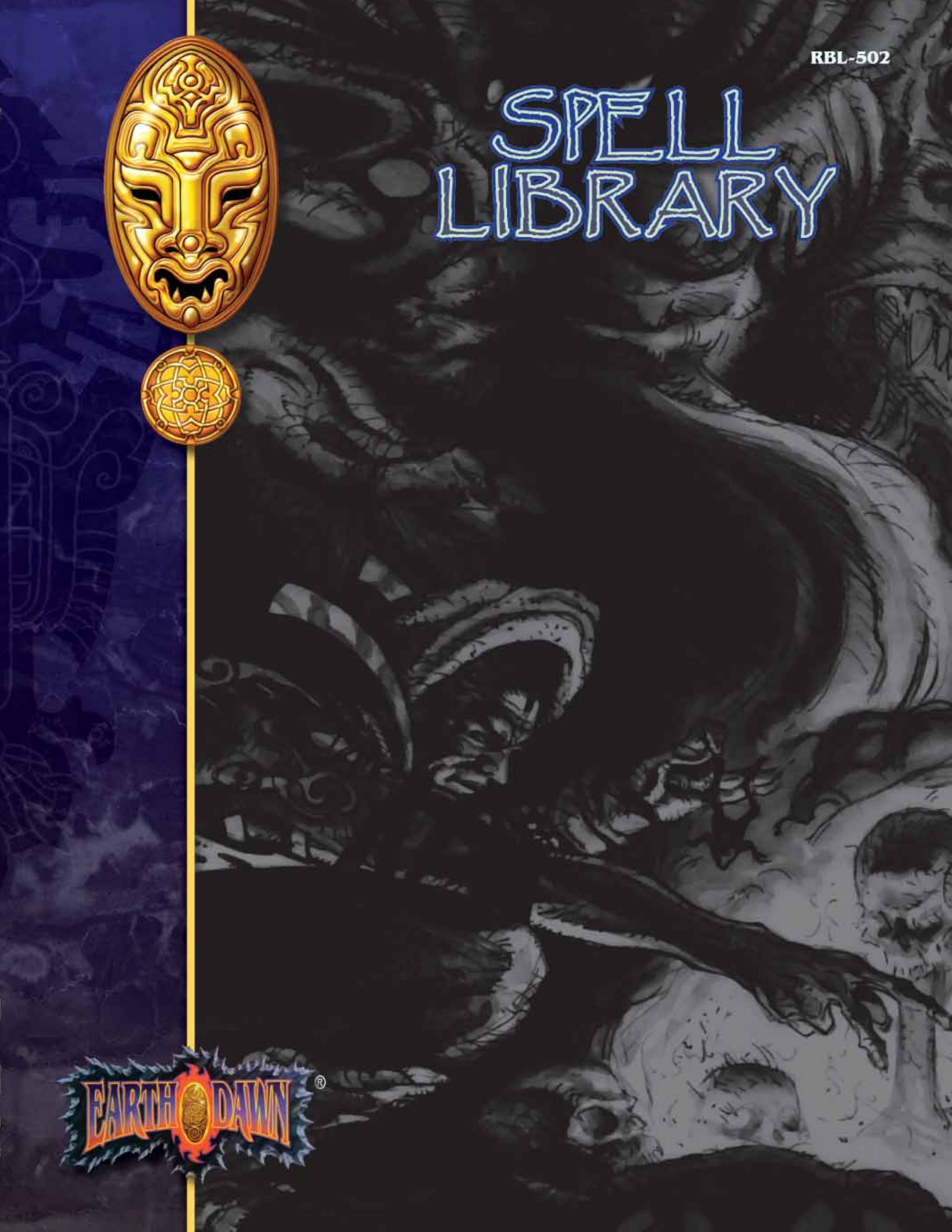

EARTHDAWN®

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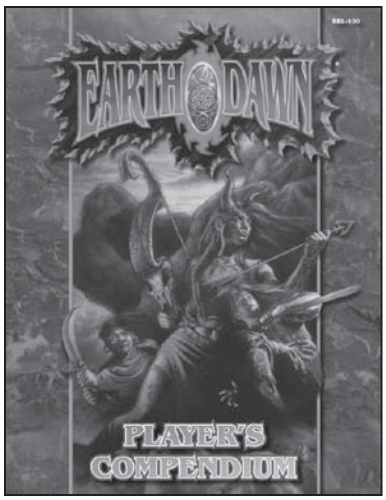

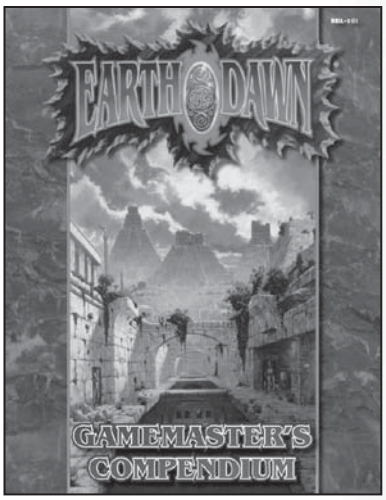

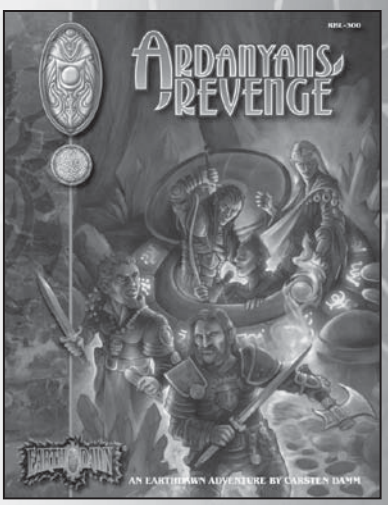

First Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Air Armor	0	NA / 10	Touch	Rank + 5 minutes	TSD	+3 to Physical Armor; +3 bonus to Fatigue Tests against heat exposure
○	○	Crunch Climb	1	6 / 14	Touch	Rank + 5 minutes	TSD	+3 bonus to Climbing Tests
○	○	Earth Blend	0	NA / 7	Touch	Rank + 5 minutes	TSD	Willpower + 7
○	○	Earth Darts	1	5 / 12	30 yards	1 round	TSD	Willpower + 6
○	○	Flameweapon	2	5 / 14	10 yards	Rank + 10 rounds	TSD (see text)	Weapon adds a Step 3 Flame die to Damage Tests
○	○	Heat Food	1	5 / 7	Touch	Rank + 10 minutes	6	Heats up and rejuvenates food
○	○	Moonglow	0	NA / 10	10 yards	Rank + 5 minutes	6	Creates softly glowing light
○	○	Plant Talk	0	NA / 7	Touch	Rank + 10 minutes	6	Allows conversation with plant spirits
○	○	Purify Earth	1	5 / 13	10 yards	1 round	6+ (see text)	Purifies earth and soil
○	○	Purify Water	1	5 / 13	Touch	1 round	6+ (see text)	Willpower + 8
○	○	Resist Cold	0	NA / 7	Touch	Rank + 6 minutes	TSD	+3 to Physical and Mystic Armor against cold damage
○	○	Resist Fire	0	NA / 7	Touch	Rank + 6 minutes	TSD	+3 to Physical and Mystic Armor against fire damage

Second Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Air Mattress	1	7 / 17	Touch	10 hours	6	+2 bonus to Recovery Tests
○	○	Billowing Cloak	1	6 / 14	Touch	Rank + 3 minutes	TSD	Willpower + 5
○	○	Boil Water	2	7 / 13	Touch	Rank + 3 minutes	6	Boils water
○	○	Detect Elementalism Magic	2	5 / 15	60 yards	Rank + 10 minutes	6	Willpower + 6
○	○	Flame Strike	0	NA / 11	30 yards	1 round	TSD	Willpower + 6
○	○	Gills	2	4 / 13	Touch	Rank + 10 minutes	TSD	Allows target to breathe underwater
○	○	Hunter's Sense	0	NA / 14	25 yards	Rank + 3 minutes	TSD	Willpower + 5
○	○	Ice Spear	1	7 / 14	120 yards	1 round	TSD	Willpower + 3
○	○	Icy Surface	0	NA / 8	Touch	Rank + 3 minutes	6	Willpower
○	○	Path Home	2	7 / 14	60 yards	Rank + 20 minutes	10	Summons spirit wings to guide the caster home
○	○	Shield Willow	2	6 / 14	Touch	Rank minutes	6	+6 to shield's Shatter Threshold and +1 to its Physical and Mystic Armor
○	○	Slow Metal Weapon	1	9 / 13	60 yards	Rank + 8 rounds	TSD	–3 penalty to weapon's Damage Tests
○	○	Small Slayer	1	6 / 14	10 yards	Rank + 3 minutes	TSD (see text)	Summons a poisonous creature

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○	○	Sterilize Object	1	5 / 14	10 yards	1 round	6	Willpower + 7
○	○	Stick Together	1	5 / 13	25 yards	Rank + 3 minutes	TSD	Willpower + 7

Third Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Astral Sense Elementalism	2	5 / 15	60 yards	Rank + 10 minutes	6	Willpower + 6
○	○	Behind Eye	2	6 / 16	Touch	Rank + 30 minutes	TSD	Allows Step 4 Perception Tests to rear
○	○	Dispel Elementalism Magic	1	6 / 13	60 yards	1 round	6	Willpower
○	○	Fingers of Wind	1	7 / 15	20 yards	Rank + 5 minutes	6	Willpower
○	○	Fuel Flame	0	NA / 14	10 yards	Rank rounds	6	Willpower + 3
○	○	Grounding	2	4 / 12	Touch	Rank minutes	TSD	+6 to Physical and Mystic Armor against electrical attacks and +6 bonus to Knockdown Tests
○	○	Ice Mace and Chain	0	NA / 15	40 yards	2 rounds	TSD	Willpower + 5
○	○	Lightning Bolt	1	10 / 15	25 yards	1 round	TSD	Willpower + 5
○	○	Plant Feast	3	6 / 16	25 yards	Rank + 1 hours	6	Willpower + 8
○	○	Porter	2 (see text)	9 / 15	15 yards	Rank days	TSD (see text)	Willpower
○	○	Puddle Deep	1	7 / 15	15 yards	Rank + 3 minutes	6	Willpower
○	○	Repair	1	9 / 16	Touch	Rank + 3 months	6	Willpower + 5
○	○	Rust	1	7 / 15	30 yards	1 round	TSD (see text)	Reduces a weapon's Damage step or an armor or shield's Physical Armor
○	○	Sky Lattice	3	8 / 17	120 yards	Rank + 10 minutes	6	Willpower + 3
○	○	Smoke Cloud	1	10 / 15	10 yards	Rank + 8 rounds	6	Causes a Complete Darkness penalty
○	○	Snuff	2	7 / 15	Touch	1 round	TSD (see text)	Willpower + 5
○	○	Sunlight	2	10 / 15	Self	Rank + 5 minutes	6	Creates daylight
○	○	Thrive	1	7 / 15	Touch	1 round	8	Accelerates plant growth
○	○	Throne of Air	2	8 / 17	Self	Rank + 10 minutes	6	Willpower + 7
○	○	Winds of Deflection	1	8 / 15	Self	Rank + 5 rounds	TSD	Willpower + 6

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Fourth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	[Element] Spear	1	7 / 14	60 yards	1 round	TSD	Willpower + 7
○	○	Air Blast	1	10 / 16	60 yards	1 round	TSD (see text)	Willpower + 9
○	○	Blizzard Sphere	2	10 / 17	100 yards	Rank + 3 rounds	TSD	Willpower + 8
○	○	Falcon's Cloak	2	10 / 20	Self	Rank hours	TSD	Turns the caster into a falcon
○	○	Fire Whip	1	10 / 20	Touch	Rank + 5 rounds	6	Willpower + 6
○	○	Great Sticky Vines	2	11 / 20	25 yards	Rank minutes	6 (TSD, see text)	Willpower + 4
○	○	Lighten Load	1	9 / 16	10 yards	Rank + 7 hours	TSD	Willpower + 3
○	○	Lightning Shield	0	NA / 16	Touch	Rank + 7 rounds	TSD (see text)	Willpower + 3
○	○	Lightning Step	3	10 / 17	Self	Rank + 3 rounds	TSD	Willpower + 2
○	○	Liquid Arrow	1	10 / 17	80 yards	1 round	TSD	Willpower + 9
○	○	Lodestone's Touch	2	13 / 17	10 yards (see text)	Rank + 5 minutes	TSD	Willpower + 3
○	○	Root Trap	0	NA / 20	10 yards	Rank + 5 rounds	6, TSD (see text)	Willpower + 2
○	○	Shield of Warping	1	10 / 17	Touch	Rank + 5 rounds	TSD	Willpower + 6
○	○	Spirits of Death's Sea	3	10 / 17	Touch	Rank hours	TSD (see text)	Willpower + 6
○	○	Suffocating Paste	2	9 / 18	25 yards	Rank + 6 rounds	TSD (see text)	Willpower + 3
○	○	Uneven Ground	1	11 / 18	25 yards	Rank + 4 rounds	TSD (see text)	Penalty to enemy character actions
○	○	Weapon Back	0 (2, ritual, see text)	5 / 16	250 yards	Rank + 3 rounds (see text)	TSD (see text)	Willpower + 6

Fifth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Balloons of Mist	3	8 / 15	25 yards	Rank + 5 minutes	6	Willpower + 4
○	○	Earth Staff	1	11 / 18	Touch	Rank + 5 minutes	TSD	Willpower + 10
○	○	Fireball	1	12 / 20	100 yards	1 round	TSD (see text)	Willpower + 8
○	○	Inflame Self	3	8 / 15	Self	Rank + 1 rounds	TSD	Willpower + 8
○	○	Ironwood	3	11 / 18	Touch	Rank hours	6	Transforms wood
○	○	Metal Scream	1	11 / 17	100 yards	Rank + 1 rounds	TSD (see text)	Willpower + 5
○	○	Metal Wings	2	8 / 18	Touch	Rank + 20 minutes	TSD	Flight; +5 bonus to lifting Strength
○	○	Nutritious Earth	4	8 / 15	Touch	A year and a day	TSD	Makes land fertile

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○	○	Resist Poison	2	11 / 21	Touch	Rank hours	TSD	+8 bonus to Toughness Tests made to resist poison
○	○	Shattering Stone	1	11 / 21	25 yards	1 round	TSD	Willpower + 6
○	○	Stone Cage	1	11 / 19	60 yards	Rank + 10 rounds	TSD	Traps character in a cage of stone

Sixth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Drastic Temperature	2	11 / 19	100 yards	Rank + 3 minutes	6	Willpower + 3
○	○	Ease Passage	1	11 / 17	Touch	Rank + 6 hours	TSD	Willpower + 10
○	○	Fireweave	2	12 / 19	Touch	Rank minutes	TSD	Willpower
○	○	Flameshaw	4	10 / 17	100 yards	Rank + 1 hours	TSD (see text)	Willpower + 7
○	○	Living Wall	2	12 / 22	20 yards	Rank + 3 minutes	6	Willpower + 3
○	○	Ricochet Attack	1+ (see text)	12 / 19	75 yards	1 round	TSD (see text)	Willpower + 12
○	○	Stone Rain	2	15 / 22	30 yards	Rank rounds	TSD	Willpower + 4
○	○	Tossing Earth	3	11 / 17	100 yards	Rank + 1 hours	6	Willpower + 1
○	○	Tree Merge	3	16 / 23	Self	Rank + 6 hours	TSD	Merges caster's body with a tree to hide him

Seventh Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Beastform	2	16 / 23	Self	Rank + 5 minutes	TSD	Transforms caster into an animal
○	○	Calm Water	4	8 / 19	500 yards	Rank + 1 hours	6+ (see text)	Willpower + 9
○	○	Cloud Summon	3	12 / 20	1 mile	Rank + 1 hours	8+ (see text)	Willpower + 7
○	○	Death Rain	1	15 / 18	75 yards	Rank + 12 rounds	TSD (see text)	Step 5 acid damage (Willpower + 5, see text)
○	○	Earth Q'wril	4	16 / 18	Self	Rank + 10 minutes	TSD	Move through earth
○	○	Earth Surfing	4	10 / 22	Touch	1 hour	6 (10, see text)	Creates earth wave
○	○	Engulf [Element]	2	13 / 20	10 yards	Rank rounds	TSD	Willpower
○	○	Fire Hounds	2+ (see text)	13 / 20	10 yards	Rank + 5 minutes	TSD (see text)	Summons two or more fire hounds
○	○	Flame Darts	2	13 / 23	40 yards	1 round	TSD	Willpower + 7
○	○	Grasping Hand of Earth	1	13 / 20	60 yards	Rank + 3 rounds	TSD	Willpower + 6
○	○	Storm Manacles	2	12 / 18	60 yards	Rank + 12 rounds	TSD	Willpower + 5
○	○	Thunderclap	3	13 / 17	Self	1 round	TSD	–8 penalty to Action Tests; causes deafness
○	○	Whirlwind	2	12 / 18	60 yards	Rank + 6 rounds	6, TSD (see text)	Willpower + 9

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Eighth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Blade Fury	2	13 / 20	Touch	Rank + 3 rounds	TSD (see text)	Willpower + 10
○	○	Crushing Hand of Earth	2	14 / 21	60 yards	Rank + 3 rounds	TSD	Willpower + 6
○	○	Earth Wall	3	12 / 20	50 yards	Rank + 1 hours	TSD (see text)	Willpower + 12
○	○	Perimeter Alarm	3	10 / 20	Rank yards	Rank + 4 hours	6	Willpower + 12
○	○	Silence Metal	3	13 / 20	Touch	Rank + 1 hours	TSD	Willpower + 7
○	○	Silver Shadow	3	12 / 19	100 yards	Rank + 1 hours	TSD	Willpower + 3
○	○	Waterspout	2	14 / 21	1 mile	1 round	TSD	Willpower + 15

Ninth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Burning Water	5	15 / 25	20 yards	Rank minutes	6	Creates flammable water
○	○	Cloud Banish	3	15 / 20	1 mile	Rank + 1 hours	8+ (see text)	Willpower + 8
○	○	Cold Embers	4	18 / 25	100 yards	1 round	6	Extinguishes open flames
○	○	Dragon's Breath	3	15 / 20	50 yards	1 round (see text)	TSD (see text)	Willpower + 12
○	○	Fire Wall	4	14 / 20	50 yards	Rank + 1 hours	15	Willpower + 10
○	○	Moon Shadow	5	16 / 22	100 yards	1 month	TSD	Willpower + 10
○	○	Water Wall	4	14 / 20	50 yards	Rank + 1 hours	TSD (see text)	Willpower + 10

Tenth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Air Fortress	Varies (see text)	17 / 23	Touch	Rank x 10 hours	8	Willpower + 12
○	○	Earth and Air	3	16 / 20	120 yards	Rank + 1 hours	TSD	Willpower + 10
○	○	Elemental Merchant	3	15 / 19	50 yards	Rank + 1 days	TSD (see text)	Willpower + 5
○	○	Fire and Water	3	17 / 20	120 yards	Rank + 1 hours	TSD	Willpower + 9
○	○	Frozen Harbor	5 (ritual, see text)	16 / 29	1 mile	1 round (see text)	9	Freezes an expanse of water
○	○	Petrify	4	19 / 26	20 yards	Rank days	TSD	Willpower + 5

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○	○	Weather Change	5	13 / 20	10 miles	Rank + 10 hours	6	Willpower + 8

Eleventh Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Wood Blade	4	22 / 28	Touch	Rank + 8 hours	6	Willpower + 16

Twelfth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Crop Blight	8 (ritual, see text)	21 / 26	Touch	A year and a day	6	Destroys plant life

Fourteenth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Council of the Forest	9 (ritual, see text)	18 / 32	1 mile	1 day	10	Summons tree and plant spirits

Fifteenth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Call Forth the Maelstrom	6 (ritual, see text)	25 / 33	Touch	Rank hours	10	Creates a natural disaster
○	○	Purify Forest	12 (ritual, see text)	28 / 33	10 miles	Permanent	TSD (see text)	Cleanses astral space over forested areas

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First Circle Spells

Spell Known?	In Matrix?	Spell Name	Illusion?	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Assuring Touch	No	0	NA / 7	Touch	Rank + 12 rounds	TSD	+3 to Spell and Social Defense; +3 bonus to Willpower Tests versus fear
○	○	Bellow of the Thundras	No	0	NA / 15	60 yards	Rank + 5 minutes	TSD	Allows target's voice to be heard up to spell's range
○	○	Best Face	Yes	2	5 / 14	Touch	Rank + 8 minutes	TSD	+5 bonus to target's Charisma-based Tests
○	○	Blazing Fists of Rage	Yes	0	NA / 16	Touch	Rank + 4 rounds	TSD	Willpower + 5
○	○	Catseyes	No	1	5 / 10	Touch	Rank + 3 minutes	TSD	Grants Low-Light Vision to the target
○	○	Disguise Metal	Yes	1	7 / 14	Touch	Rank + 7 minutes	TSD	Willpower
○	○	Displace Image	Yes	1	7 / 15	Touch	Rank + 7 rounds	TSD	Projects image of the target 3 yards away
○	○	Fun With Doors	Yes	2	5 / 10	20 yards	Rank + 1 minutes	TSD (see text)	Creates / alters door illusions
○	○	Light	No	1	6 / 14	10 yards	Rank + 5 minutes	6 or TSD (see text)	Summons a sphere of light
○	○	Pauper's Purse	No	0	NA / 7	Touch	Rank + 1 minutes	TSD	Willpower + 4
○	○	Rope Guide	No	0	NA / 7	25 yards	Rank + 3 rounds	TSD	Willpower + 4
○	○	True Blazing Fists of Rage	No	0	NA / 16	Touch	Rank + 4 rounds	TSD	Willpower + 2
○	○	Unseen Voices	Yes	0	NA / 7	40 yards	Rank + 15 rounds	TSD	Creates a number of unseen illusory voices

Second Circle Spells

Spell Known?	In Matrix?	Spell Name	Illusion?	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Blindness	Yes	1	8 / 14	25 yards	Rank + 5 minutes	TSD	Blinds the target, who incurs a Complete Darkness penalty to his sight-based Action Tests
○	○	Crafty Thought	Yes	1	6 / 14	2 yards	Rank minutes	TSD	Willpower + 5
○	○	Disaster	Yes	1	9 / 17	10 yards	Rank + 5 rounds	TSD	Willpower + 6
○	○	Encrypt	Yes	0	NA / 11	20 yards	Rank hours	TSD (see text)	Willpower + 4
○	○	Ephemeral Bolt	Yes	0	NA / 9	60 yards	1 round	TSD	Willpower + 7
○	○	Impossible Knot	Yes	2	6 / 14	Touch	Rank + 1 days	6	Willpower + 4
○	○	Innocent Activity	Yes	1	6 / 14	Touch	Rank + 12 rounds	TSD	Covers up true activity
○	○	Monstrous Mantle	Yes	2	8 / 13	Touch	Rank + 5 rounds	TSD	Increases the combat prowess of a target character

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○	○	Remove Shadow	No	1	6 / 14	Touch	Rank + 5 minutes	TSD	Removes target's shadow and reflection
○	○	Send Message	Yes	1	6 / 14	Self (see text)	Rank rounds	TSD	Passes a paper message to a chosen target
○	○	Tailor	No	2	6 / 7	Touch	10 x Rank minutes	TSD	Willpower + 4
○	○	True Ephemeral Bolt	No	0	NA / 8	60 yards	1 round	TSD	Willpower + 3
○	○	Weather Cloak	No	1	6 / 9	Touch	Rank x 10 minutes	TSD	Willpower + 3
○	○	You Got Me	Yes	1	6 / 14	Self	Rank + 6 minutes	6	+6 bonus to Charisma-based Tests

Third Circle Spells

Spell Known?	In Matrix?	Spell Name	Illusion?	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Alarm	No	1	8 / 17	50 yards	Rank + 6 minutes	TSD	Willpower + 4
○	○	And Then I Woke Up	No	1	10 / 15	Self	2 rounds	TSD	+8 bonus to Perception and True Sight Tests
○	○	Astral Sense Illusionism	No	2	5 / 15	60 yards	Rank + 10 minutes	6	Willpower + 6
○	○	Blinding Glare	No	1	10 / 20	30 yards	Varies (see text)	TSD	Willpower + 6
○	○	Dampen Karma	No	1	8 / 17	60 yards	Rank + 6 rounds	TSD	–4 step penalty to target's Karma step
○	○	Detect Illusionism Magic	No	2	5 / 15	60 yards	Rank + 10 minutes	6	Willpower + 6
○	○	Dispel Illusionism Magic	No	1	6 / 13	60 yards	1 round	6	Willpower
○	○	False Floor	Yes	2	7 / 17	Touch	Rank + 1 hours	6	Willpower + 6
○	○	Impossible Lock	Yes	2	7 / 15	Touch	Rank + 1 hours	TSD (see text)	Willpower + 7
○	○	Mind Fog	No	1	8 / 15	60 yards	Rank rounds	TSD	Willpower + 6
○	○	Nobody Here	Yes	1	10 / 18	10 yards	Rank + 8 minutes	TSD (see text)	Willpower + 8
○	○	Phantom Warrior	Yes	1	7 / 15	10 yards	Rank + 3 rounds	TSD	Creates three images of the target
○	○	See the Unseen	No	1	7 / 15	Touch	Rank + 5 minutes	TSD	+8 bonus to sight-based Perception Tests
○	○	Soothe the Savage Beast	No	1	7 / 15	10 yards	Rank + 3 minutes	TSD	Hypnotizes a target animal into passivity
○	○	Suffocation	Yes	3	7 / 18	120 yards	Rank + 3 rounds	TSD (see text)	Willpower + 8

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Fourth Circle Spells

Spell Known?	In Matrix?	Spell Name	Illusion?	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Aura	No	1	10 / 16	10 yards	Rank + 3 rounds	TSD	Makes target's aura visible
○	○	Bleeding Edge	No	1	10 / 20	Touch	Rank rounds	TSD (see text)	+5 bonus to target melee weapon's Damage Tests, but only against the previous wielder
○	○	Circle of Well Being	No	3	8 / 17	Touch	Rank x 10 minutes	6	Willpower
○	○	Clarion Call	Yes	1	8 / 17	100 yards	Rank + 12 rounds	TSD	Willpower + 4
○	○	Conceal Tracks	Yes	2	10 / 20	Touch	Rank hours	TSD	Willpower + 5
○	○	Eyes Have It	No	3	7 / 17	60 yards	Rank + 1 minutes	6	Willpower + 4
○	○	Great Weapon	Yes	1	13 / 20	Touch	Rank + 2 rounds	TSD (see text)	Causes the target to be Harried
○	○	Hunger	Yes	3	10 / 17	Touch	Rank days	TSD	Increases or diminishes hunger
○	○	Improved Alarm	No	3	8 / 19	120 yards	Rank + 1 hours	TSD	Willpower + 5
○	○	Memory Blank	Yes	2	10 / 17	2 yards	Rank + 1 hours	TSD	Willpower + 4
○	○	Multi-Missile	Yes	2	8 / 17	Touch	1 round	TSD (see text)	+4 missiles
○	○	Nightmare of Foreboding	No	5	10 / 17	20 yards	Rank days	TSD	6 to target's Wound Threshold
○	○	Stop Right There	No	0	NA / 9	60 yards	Rank rounds	TSD	Willpower + 3
○	○	Unmask	No	1	10 / 20	20 yards	Rank + 3 minutes	TSD	Willpower + 6

Fifth Circle Spells

Spell Known?	In Matrix?	Spell Name	Illusion?	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Awaken	No	2	11 / 18	Touch	1 round	TSD	Willpower + 6
○	○	Bond of Silence	No	3	11 / 18	20 yards	Rank minutes	TSD	Willpower + 4
○	○	Clothing Gone	Yes	3	11 / 21	60 yards	5 rounds	TSD	Causes the target to become Harried
○	○	Enter and Exit	No	3	11 / 21	60 yards	Rank + 5 minutes	6	Shows quickest entrance and exit
○	○	Eye of Truth	No	1	11 / 18	Self	Rank + 5 minutes	TSD	+10 bonus to Disbelief Tests
○	○	Flesh Eater	Yes	1	14 / 21	Touch	Rank + 5 rounds	TSD	Causes target to be Harried
○	○	Flying Carpet	No	3	10 / 18	Touch	Rank + 1 hours	7	Willpower + 5
○	○	Illusion	Yes	2	11 / 21	30 yards	Rank + 5 minutes	6	Creates illusions
○	○	Improve Karma	No	3	8 / 18	Touch	Rank + 6 rounds	TSD (see text)	+5 step bonus to target's Karma step
○	○	Noble Manner	No	0	NA / 10	Touch	Rank + 3 minutes	TSD	+5 bonus to target's Interaction Tests
○	○	Phantom Fireball	Yes	1	11 / 21	100 yards	1 round	TSD	Willpower + 8

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○	○	Pleasant Visions	Yes	1	9 / 18	60 yards	Rank + 3 minutes	TSD (see text)	Creates visions that prevent targets from acting
○	○	Switch	Yes	5	11 / 18	10 yards	Rank minutes	TSD	Switches magician's appearance with that of a target
○	○	Wall of Unfire	Yes	3	7 / 15	60 yards	Rank + 3 minutes	6 (see text)	Willpower + 8

Sixth Circle Spells

Spell Known?	In Matrix?	Spell Name	Illusion?	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Astral Shadow	No	2	12 / 17	Touch	Rank + 3 minutes	TSD	Willpower + 4
○	○	Bouncing Blaster	No	4	9 / 20	Touch	Rank + 3 days	6 (see text)	Willpower + 8
○	○	Chosen Path	No	3	10 / 18	60 yards	Rank + 3 hours	6	Willpower + 8
○	○	Dancing Disks	No	3	7 / 19	75 yards	Rank + 7 rounds	TSD (see text)	Willpower + 6
○	○	Foreseeing	No	2 (ritual, see text)	12 / 22	Self	1 round	9	Willpower + 3
○	○	Memory Scribe	Yes	3	12 / 19	Touch	Rank + 1 hours	TSD	Willpower + 6
○	○	Spotlight	No	2	11 / 20	100 yards	Rank + 7 rounds	TSD (see text)	Willpower + 8
○	○	Stench	Yes	3	12 / 22	40 yards	Rank + 3 rounds	TSD	Willpower + 6

Seventh Circle Spells

Spell Known?	In Matrix?	Spell Name	Illusion?	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Dream Sight	No	3 (ritual, see text)	13 / 23	1 mile	Rank + 8 minutes	TSD	Willpower + 8
○	○	Drunken Stagger	No	4	13 / 20	Touch	Rank + 5 days	TSD	Penalizes the target's Action Tests
○	○	False Enchantment	Yes	5	8 / 20	Touch	Rank + 7 days	6 (see text)	Gives an item fake magical abilities, +5 to the illusion's Disbelief Difficulty
○	○	Rebel Limb	Yes	1	16 / 18	60 yards	Rank + 10 rounds	TSD	Willpower + 4
○	○	Reversal of Passion	No	2	13 / 20	30 yards	Rank + 3 rounds	TSD	Willpower + 8
○	○	Silent Stampede	Yes	6	11 / 20	Touch	Rank hours	TSD	Silences sound
○	○	Stampede	Yes	4	12 / 17	120 yards	Rank + 1 rounds	TSD	Causes target characters to become Harried
○	○	Time Flies	Yes	4	10 / 23	60 yards	Rank hours	6	Willpower + 3
○	○	Twisted Tongues	Yes	1	14 / 18	60 yards	Rank + 3 minutes	TSD (see text)	Jumbles targets' speech
○	○	Vertigo	No	3	12 / 16	75 yards	Rank + 7 rounds	TSD	–6 penalty to target's Action tests
○	○	Walk Through	No	1	13 / 17	Touch	Rank + 6 rounds	TSD	Creates a temporary pathway through an obstacle

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Eighth Circle Spells

Spell Known?	In Matrix?	Spell Name	Illusion?	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Astral Nightmare	Yes	4	12 / 21	25 yards	Rank + 3 minutes	TSD	Willpower + 10
○	○	Dreamsend	Yes	3 (ritual, see text)	11 / 24	1 mile	Rank + 5 minutes	TSD	Willpower + 6
○	○	Form Exchange	Yes	4	11 / 21	25 yards	Rank + 7 minutes	TSD	Willpower + 10
○	○	Illusory Spell	Yes	2+ (see text)	14+ / 24 (see text)	120 yards	1 round	TSD	Willpower + 12 (or less, see text)
○	○	Leaping Lizards	Yes	3	9 / 21	150 yards	Rank minutes	6	Willpower + 7
○	○	Massive Missiles	No	4	12 / 21	250 yards	Rank + 3 rounds	TSD	Willpower + 12
○	○	Other Place	Yes	3	9 / 21	1 mile	Rank + 3 hours	TSD	Links two doorways
○	○	Shadow Spell	No	2	14 / 21	60 yards	Rank + 1 rounds	TSD	Willpower + 12

Ninth Circle Spells

Spell Known?	In Matrix?	Spell Name	Illusion?	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Do Unto Others	Yes	3	14 / 20	15 yards (see text)	Rank rounds	Varies (see text)	Creates illusory spell effects
○	○	Grim Reaper	Yes	5	13 / 21	Touch	Rank x 10 minutes	TSD	Willpower + 13
○	○	One of the Crowd	Yes	5	14 / 21	15 yards	Rank + 1 hours	TSD (see text)	Willpower + 10
○	○	Revulsion	Yes	4	15 / 21	Touch	Rank + 1 minutes	TSD	Willpower + 13
○	○	Shift Walls	No	5	15 / 21	15 yards	Rank + 3 hours	TSD (see text)	Willpower + 9
○	○	Thundering Walls	No	3	15 / 21	75 yards	Rank + 7 rounds	6	Willpower + 9

Tenth Circle Spells

Spell Known?	In Matrix?	Spell Name	Illusion?	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Afterlife	Yes	5	16 / 21	25 yards	Rank minutes	TSD	Willpower + 14
○	○	Astral Materialization	No	4	15 / 22	25 yards	1 hour	TSD	Willpower + 13
○	○	Eclipse	Yes	6	15 / 21	20 miles	Rank days	6	Willpower + 8
○	○	Eternal Day	Yes	5	18 / 21	20 miles	Rank days	6	Willpower + 8
○	○	Haunted House	Yes	5	15 / 20	75 yards	Rank days	6	Willpower + 11

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Thirteenth Circle Spells

Spell Known?	In Matrix?	Spell Name	Illusion?	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Restore Pattern	No	3 (ritual, see text)	20 / 31	Touch	1 round	TSD	Willpower + 15

Fourteenth Circle Spells

Spell Known?	In Matrix?	Spell Name	Illusion?	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Shadow Palace	No	6 (ritual, see text)	21 / 32	Touch	Rank days	8	Willpower + 10

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First Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Astral Spear	1	6 / 12	120 yards	1 round	TSD	Willpower + 6
○	○	Bone Dance	1	7 / 15	25 yards	Rank + 3 rounds	TSD	Willpower + 4
○	○	Chilling Circle	2	6 / 15	Touch	Rank + 6 minutes	TSD	Causes Step 4 cold damage to anyone in the circle
○	○	Command Nightflyer	1	5 / 13	120 yards	Rank + 3 minutes	TSD	Willpower + 2
○	○	Detect Undead	0	NA / 7	Touch	Rank + 3 minutes	TSD	Willpower + 5
○	○	Dry and Wet	1	7 / 8	15 yards	1 round	TSD	Willpower + 4
○	○	Experience Death	1	6 / 12	20 yards	Rank + 3 rounds	TSD	Willpower + 5
○	○	Insect Repellent	1	6 / 7	Touch	Rank + 3 minutes	6	Willpower + 5
○	○	Mount Call	1	5 / 13	50 yards	Rank + 5 rounds	TSD (see text)	Spooks target mount
○	○	Putrefy	0	NA / 9	25 yards	1 round	TSD (see text)	Putrefies food
○	○	Spirit Dart	0	NA / 7	25 yards	1 round	TSD	Willpower + 2
○	○	Spirit Grip	0	NA / 7	Touch	1 round	TSD	Willpower + 6
○	○	Undead Struggle	0	NA / 7	10 yards	Rank + 3 rounds	TSD	Willpower + 4

Second Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Bone Circle	3 (ritual, see text)	6 / 17	Touch	Rank + 3 months	TSD (see text)	Willpower + 5
○	○	Detect Nethermancy Magic	2	5 / 15	60 yards	Rank + 10 minutes	6	Willpower + 6
○	○	Ethereal Darkness	1	8 / 16	Touch	Rank + 6 rounds	TSD (see text)	Creates magical darkness
○	○	Fog Ghost	2	6 / 15	25 yards	Rank + 3 rounds	TSD (see text)	Summons fog ghost
○	○	Gadfly	1	6 / 14	30 yards	Rank + 4 rounds	TSD (see text)	Causes the target to be Harried
○	○	Life Circle of One	2	6 / 15	Touch	Rank + 3 minutes	6, TSD (see text)	Willpower + 5
○	○	Pocket Guardian	3	7 / 13	Self	Rank + 1 days	TSD (see text)	Summons a diminutive spirit guardian
○	○	Repel Animal	2	6 / 13	5 yards	Rank + 1 hours	6	Willpower + 6
○	○	Shadow's Whisper	1	6 / 11	100 yards	Rank + 3 minutes	6	Willpower + 6
○	○	Shield Mist	1	6 / 13	Self	Rank + 3 rounds	TSD	Willpower + 6

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Third Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Arrow of Night	1	7 / 15	Touch	1 round	6	+8 bonus to a missile's Damage Test
○	○	Astral Sense Nethermancy	2	5 / 15	60 yards	Rank + 10 minutes	6	Willpower + 6
○	○	Dark Messenger	1	7 / 15	Touch	Rank hours	TSD	Sends a nightflyer to deliver a message
○	○	Death Trance	2	7 / 12	Touch	Rank + 3 hours	TSD	Places the target into hibernation
○	○	Death's Head	0	NA / 9	Self (see text)	Rank + 5 rounds	TSD (see text)	Willpower + 5
○	○	Dispel Nethermancy Magic	1	6 / 13	60 yards	1 round	6	Willpower
○	○	Fog of Fear	2	8 / 18	60 yards	Rank + 6 rounds	6	Willpower + 5
○	○	Grave Message	4	7 / 19	100 miles	Rank days	6+ (see text)	Sends a message to a Nethermancer
○	○	Pack Bags	1	7 / 11	5 yards	1 round	6	Willpower–1
○	○	Pain	0	NA / 11	10 yards	Rank + 3 rounds	TSD	Willpower
○	○	Preserve	2	7 / 12	Touch	Rank days	6	Prevents target from decaying
○	○	Shadow Meld	2	7 / 15	Touch	Rank minutes	TSD	Willpower + 6
○	○	Spirit Double	1	11 / 19	Self	Rank + 10 rounds	10	Creates spirit double of the magician
○	○	Summon Bone Ghost	1	7 / 15	10 yards (see text)	Rank + 1 minutes	9 (see text)	Summons a bone spirit

Fourth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Animate Skeleton	2	7 / 18	100 yards	Rank + 8 minutes	TSD (see text)	Animates skeletons
○	○	Astral Flare	2	7 / 17	25 yards	Rank + 5 rounds	6	Willpower + 6
○	○	Blood Servitor	2	7 / 17	Rank miles	Rank hours	TSD (see text)	Creates a flying servant
○	○	Dark Spy	1	10 / 20	10 yards	Rank minutes	TSD (see text)	Allows magician to see through a nightflyer's eyes
○	○	Evil Eye	2	7 / 17	25 yards	Rank + 10 rounds	TSD	Causes a –5 Action Tests penalty
○	○	Fatal Food	3	9 / 17	10 yards	Rank + 10 minutes	TSD	Willpower + 6
○	○	Friend or Foe	2	10 / 20	10 yards	Rank + 5 rounds	TSD	Willpower + 6
○	○	Last Chance	1	7 / 17	Touch	1 round	TSD	Gives a bonus Recovery Test with a +8 bonus

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○	○	Nightflyer's Cloak	2	7 / 17	Self	Rank + 10 minutes	TSD	Transforms caster into a nightflyer
○	○	Spirit Servant	3	8 / 20	Touch	Rank + 3 days	TSD	Summons a spirit servant
○	○	Viewpoint	1	9 / 17	Touch	Rank + 6 minutes	6	Willpower + 9
○	○	Visions of Death	1	9 / 17	100 yards	Rank + 6 rounds	TSD	Immobilizes target character

Fifth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Animate Spirit Object	3	10 / 19	25 yards	Rank × 10 minutes	TSD (see text)	Willpower + 5
○	○	Astral Horror	3	9 / 19	120 yards	Rank + 1 minutes	TSD (see text)	Willpower + 6
○	○	Astral Mount	2 or 4 (see text)	11 / 17	Touch	Rank + 1 hours	TSD (see text)	Conjures an astral mount
○	○	Astral Whisper	2	11 / 18	60 yards	Rank + 3 minutes	6	Willpower + 8
○	○	Blind	3	11 / 15	20 yards	Rank + 5 rounds	TSD	Willpower + 8
○	○	Circle of Astral Protection	3	11 / 19	Touch	Rank + 1 minutes	TSD	Willpower + 8
○	○	Incessant Talking	3	14 / 18	40 yards	Rank + 1 minutes	TSD	Forces target to babble nonsense
○	○	Pass Ward	5 (6, 7, see text)	13 / 21	Touch	Rank weeks (see text)	6, TSD (see text)	Willpower + 12
○	○	Sculpt Darkness	2	11 / 18	10 yards	Rank + 4 minutes	6	+4 bonus to stealth-based Action Tests
○	○	Sense Horror	2	11 / 18	30 yards	Rank + 5 minutes	6	Willpower + 8
○	○	Shadow Hunter	3	11 / 18	10 yards	Rank + 1 hours	TSD (see text)	Summons a hunter spirit
○	○	Spiritual Guidance	3	8 / 18	Self	30 rounds	TSD (see text)	Summons a spirit guide to answer a question
○	○	Star Shower	1	11 / 17	10 yards	1 round	TSD	Willpower + 9
○	○	Target Portal	4	10 / 19	1,000 yards	Rank minutes	TSD	Willpower + 7
○	○	Tears of the Scourge	2	11 / 21	10 yards	Rank rounds	TSD	Willpower + 4
○	○	Whisper Through the Night	1	11 / 18	10 yards	Rank + 1 rounds	TSD	Willpower + 6
○	○	Wither Limb	3	8 / 19	60 yards	1 round	TSD	Willpower + 8

Sixth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Blessed Light	1	8 / 18	Touch	Rank + 15 minutes	6	Willpower + 4
○	○	Bone Puppet	3	8 / 15	25 yards	Rank + 6 rounds	TSD	Willpower + 4

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○	○	Bone Shatter	2	12 / 20	60 yards	1 round	TSD	Willpower + 8
○	○	Bone Walker	3 (ritual, see text)	12 / 18	Touch	Rank + 2 days	TSD (see text)	Creates a bone walker
○	○	Dust to Dust	Varies (see text)	12 / 22	60 yards	1 round	TSD	Willpower + 11
○	○	Foul Vapors	1	11 / 19	25 yards	Rank + 6 rounds	TSD	Willpower + 5
○	○	Friendly Darkness	3	9 / 20	Touch	Rank rounds	TSD (see text)	Creates magical darkness; +5 bonus to Action Tests for friendly characters
○	○	Recovery	3	9 / 20	Touch	1 round	TSD	Willpower + 15
○	○	Soul Armor	1	7 / 17	Touch	Rank + 15 minutes	TSD	+5 bonus to target's Mystic Armor
○	○	Wall Of Darkness	2	12 / 19	10 yards	Rank + 3 rounds	6	Willpower + 6

Seventh Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Astral Beacon	3	13 / 23	40 yards	1 round	TSD	Creates a beacon in astral space
○	○	Astral Maw	2	13 / 17	25 yards	Rank + 3 rounds	TSD (see text)	Willpower + 10
○	○	Banquet of Dis	3	10 / 17	Touch	Rank days	TSD	Eliminates hunger and fatigue
○	○	Bone Pudding	3	12 / 20	10 yards	1 round (see text)	TSD	Inflicts 6 Wounds on target
○	○	Cold Storage	8 (ritual, see text)	10 / 20	Touch	Rank months	8	Preserves organic matter
○	○	Constrict Heart	0	NA / 18	25 yards	Rank + 3 rounds	TSD	Willpower + 6
○	○	Damage Shift	2	13 / 20	Self	3 rounds	TSD (see text)	Shifts damage to another target
○	○	Marathon Run	3	13 / 20	80 yards	Rank + 1 minutes	TSD	Forces target to flee
○	○	Restrain Entity	2	14 / 20	25 yards	Rank + 3 minutes	TSD	Willpower + 12
○	○	Reverse Withering	3	11 / 18	Touch	Rank + 3 rounds	TSD	Restores withered limb
○	○	Spirit Bolt	1	13 / 23	60 yards	1 round	TSD	Willpower + 12
○	○	Spirit Portal	4	14 / 19	Touch	10×Rank minutes	6	Willpower + 10
○	○	Steal Strength	3	13 / 23	Touch	Rank + 5 minutes	6 or TSD (see text)	Willpower + 4
○	○	Step Through Shadow	3	12 / 24	Self	Rank + 3 rounds	TSD	Creates an astral passageway
○	○	Wit Friend	2	8 / 19	Touch	Rank + 10 minutes	TSD	Willpower + 5

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Eighth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Control Being	3	14 / 20	25 yards	Rank + 10 minutes	TSD	Willpower + 6
○	○	Globe of Silence	3	14 / 20	40 yards	Rank + 2 minutes	6	Willpower + 8
○	○	Horror Call	6	13 / 22	Touch	Rank hours	TSD	Willpower + 16
○	○	Netherblade	2	14 / 17	Touch	Rank + 6 rounds	TSD (see text)	Willpower + 8
○	○	Restrain Horror	1	13 / 19	25 yards	Rank rounds	TSD	Willpower + 16
○	○	Shadow Tether	2	16 / 19	50 yards	Rank + 10 minutes	TSD	Willpower + 7
○	○	Translator Spirit	4	11 / 19	10 yards	Rank × 10 minutes	TSD (see text)	Willpower + 5
○	○	Visit Death	4	11 / 24	Touch	Rank + 1 days	TSD	Willpower + 4
○	○	Wall of Bones	4	14 / 21	Touch	Rank + 3 minutes	TSD (see text)	Creates a wall of bones
○	○	Wither Away	5	11 / 21	Touch	Rank months	TSD	Willpower

Ninth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Create Life	Varies (ritual, see text)	21 / 26	Touch	Rank + 7 years	TSD	Creates a life form
○	○	Dark Sword	6	15 / 19	Touch	Rank days	TSD	Willpower + 8
○	○	Disrupt Magic	2	12 / 19	60 yards	1 round	TSD (see text)	Willpower
○	○	Mystic Vessel	3	15 / 23	Touch	Rank + 1 hours	TSD (see text)	Willpower + 10
○	○	Shift Skin	2	17 / 18	Touch	Rank rounds	TSD	Willpower + 4
○	○	Silent Darkness	3	15 / 22	Self	Rank + 5 rounds	TSD (see text)	Willpower + 8
○	○	Talent Shredder	1	17 / 19	100 yards	1 round	TSD	Willpower
○	○	Void Wave	4	15 / 22	100 yards	1 round	TSD	Willpower + 13
○	○	Walking Dead	4	13 / 19	Touch	Rank days	TSD (see text)	Willpower

Tenth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Animate Dead	3	10 / 15	Touch	Rank + 5 days	TSD (see text)	Creates cadaver men
○	○	Astral Slice	5	13 / 26	80 yards	1 round	TSD	Willpower + 15

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○	○	Damage Transfer	3	14 / 19	100 yards	1 round	TSD (see text)	Willpower + 10
○	○	Fragile Pattern	7	14 / 23	100 yards	1 round	TSD	Willpower + 12
○	○	Gateway	5	12 / 19	5,000 miles	Rank rounds	TSD (see text)	Willpower + 10
○	○	Soul Trap	6	13 / 23	Touch	Rank hours	TSD	Traps the soul of the deceased
○	○	Spirit Tempest	4	16 / 23	25 yards	Rank rounds	TSD	Willpower + 5
○	○	Strong Pattern	6	18 / 23	Touch	Rank + 7 years	TSD	Willpower + 12
○	○	Tap Horror Karma	2	18 / 20	50 yards	2 rounds	TSD	Willpower + 10

Eleventh Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Alter Life	Varies (ritual, see text)	21 / 26	Touch	Rank + 7 years	TSD	Alters a life form's pattern
○	○	Shatter Pattern	7 (see text)	TSD / 23	Touch	Varies (see text)	TSD	Willpower + 15
○	○	Unnatural Life	7 (ritual, see text)	19 / 25	Touch (see text)	Rank years	TSD	Restores target to "unnatural" life

Twelfth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Forge Falsemen	7 (ritual, see text)	20 / 29	Touch	Rank years	TSD (see text)	Creates falsemen
○	○	Pervert Emotion	10	23 / 29	Touch	Rank + 1 days	TSD	Twists target's thoughts and emotions

Thirteenth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Erase Horror Mark	6 (ritual, see text)	17 / 22	Touch	1 round	TSD (see text)	Removes Horror mark
○	○	Eternal Youth	6 (ritual, see text)	17 / 31	Self	Rank years	12	Temporarily stops the magician aging

Fourteenth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Call Forth the Army of Decay	8 (ritual, see text)	21 / 29	5 mile radius	Rank days	10	Summons an army of cadaver men

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First Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Astral Sense	2	5 / 15	60 yards	Rank + 10 minutes	6	Willpower + 6
○	○	Bedazzling Display of Logical Analysis	0	NA / 7	Self	Rank minutes	TSD (see text)	+6 bonus to Charisma-based Tests
○	○	Crushing Will	1	8 / 16	120 yards	1 round	TSD	Willpower + 5
○	○	Dispel Magic	1	6 / 13	60 yards	1 round	6	Willpower
○	○	Divine Aura	1	6 / 14	25 yards	Rank + 5 minutes	TSD	Willpower + 5
○	○	Flame Flash	1	7 / 15	25 yards	1 round	TSD	Willpower + 4
○	○	Ignite	0	NA / 11	5 yards	1 round (see text)	TSD	Ignites flammable objects
○	○	Iron Hand	1	5 / 13	Touch	Rank + 10 rounds	TSD	+3 bonus to melee weapon Damage Tests
○	○	Mind Dagger	0	NA / 7	40 yards	1 round	TSD	Willpower + 2
○	○	Silent Converse	1	5 / 13	100 yards	Rank + 5 minutes	TSD	Willpower + 4
○	○	Triangulate	0	NA / 10	500 yards	1 round	TSD	Determines distance to target
○	○	Wall Walker	1	6 / 14	Touch	Rank + 10 rounds	TSD	Willpower + 5 (see text)

Second Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	And His Money	1	7 / 16	10 yards	Rank + 3 minutes	TSD	–4 to target's Social Defense against Interaction Tests involving finances
○	○	Astral Shield	0	NA / 7	Touch	Rank + 7 rounds	TSD	+3 to Spell Defense
○	○	Clean	2	5 / 13	Touch	1 minute	TSD	Willpower + 4
○	○	Dodge Boost	0	NA / 8	Touch	Rank + 5 rounds	TSD	+3 bonus to Avoid Blow Tests
○	○	Rope Ladder	2	6 / 14	50 yards	Rank minutes	6	Create ladder from rope
○	○	Seal	1	6 / 11	20 yards	Rank + 8 minutes	6	Willpower + 6
○	○	Vines	1	6 / 15	50 yards	Rank + 3 rounds	TSD	Willpower + 4
○	○	Wake-Up Call	4	6 / 15	Touch	Up to 24 hours	TSD	Sets an alarm to go off at a specified time

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Third Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Aura Strike	1	7 / 12	40 yards	1 round	TSD	Willpower + 8
○	○	Catwalk	1	7 / 12	Touch	Rank + 8 rounds	TSD	+6 bonus to Action Tests involving climbing or balancing
○	○	Combat Fury	1	9 / 16	Touch	Rank + 7 rounds	TSD	+4 bonus to Attack and Damage Tests
○	○	False Aura	2	7 / 12	Touch	Rank + 3 minutes	TSD	Willpower + 6
○	○	Healing Sleep	2	7 / 12	Touch	8 hours	TSD	Bonus Recovery Test; +4 bonus to Recovery Tests
○	○	Identify Spell	0 (see text)	NA / 12	60 yards	1 round	TSD	Identifies a previously cast spell
○	○	Leaps and Bounds	0	NA / 9	Touch	Rank + 5 rounds	TSD (see text)	Willpower + 7 (see text)
○	○	Levitate	1	8 / 18	100 yards	Rank + 10 minutes	TSD (see text)	Levitate up to 2,000 pounds
○	○	Notice Not	1	7 / 15	Touch	Rank + 1 minutes	TSD	+3 bonus to tests for stealthy actions
○	○	Ork Stoke	1	7 / 15	75 yards	Instant	TSD	Sets off gahad in ork target
○	○	Quicken Pace	2	10 / 13	Touch	Rank + 4 hours	TSD	Willpower + 4
○	○	Seeking Sight	1	7 / 15	Touch	Rank + 1 minutes	TSD	+3 bonus to missile Attack Tests made against the target
○	○	Shatter Lock	2 (3, see text)	6 / 13	5 yards	1 round	TSD	Willpower + 8
○	○	Water Wings	1	7 / 15	Touch	Rank hours	TSD	Waterproofs windling wings
○	○	Wizard Mark	2	6 / 15	Touch	Rank + 1 hours	TSD	Willpower + 6

Fourth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Ball of String	3	10 / 15	Varies (see text)	Rank + 3 hours	6	Willpower + 6
○	○	Binding Threads	2	10 / 17	40 yards	Rank + 3 rounds	TSD	Willpower + 8
○	○	Buoyancy	1	13 / 20	Self	Rank hours	TSD	+3 bonus to Swimming Tests
○	○	Dust Devil	2	9 / 13	80 yards	Rank + 5 rounds	TSD	Causes a Harried penalty to targets' Action Tests requiring sight, hearing, or smell
○	○	Hair Frenzy	0	NA / 20	25 yards	Rank + 5 rounds	TSD	The target is considered Harried
○	○	Icy Fingers	1	7 / 12	Self	Rank + 5 minutes	TSD	Reduces fire- and heat-based damage

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○	○	Identify Magic	1	10 / 20	80 yards	1 round	TSD	Identifies the type of magic on a person, place or object
○	○	Inventory	4	9 / 18	25 yards	1 minute	TSD	Willpower + 8
○	○	Juggler's Touch	2	10 / 17	30 yards	Rank rounds	6, TSD (see text)	Willpower + 6
○	○	Kaer Knocking	4	7 / 15	Touch	1 minute	TSD (see text)	Willpower + 5
○	○	Karmic Connection	1	10 / 17	Touch	1 round	TSD	Willpower + 10
○	○	Relax	3	9 / 13	Touch	1 round	TSD	Willpower + 2
○	○	Thorny Retreat	1	11 / 13	30 yards	Rank + 7 rounds	6	Willpower + 2
○	○	Trust	1	13 / 17	50 yards	Rank minutes	TSD	Willpower + 3
○	○	Wizard's Cloak	2	10 / 17	Touch	Rank + 5 minutes	TSD	Willpower + 8

Fifth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Counterspell	0	NA / 11	15 yards	Rank + 10 rounds	TSD (see text)	Willpower + 5
○	○	Giant Size	2	11 / 18	Touch	Rank + 2 rounds	TSD	+5 bonus to Strength and Toughness Tests
○	○	Heat Metal Armor	2	11 / 18	10 yards	Rank + 7 rounds	TSD (see text)	Willpower + 5
○	○	Invigorate	2	9 / 17	Touch	Rank + 1 hours	TSD	+5 bonus to Recovery Tests
○	○	Kaer Pictographs	4	9 / 17	Touch	10 minutes	TSD (see text)	Creates pictures or written messages
○	○	Mage Armor	1	12 / 16	Touch	Rank + 7 minutes	TSD	+4 to Physical Armor
○	○	Makeshift Missile	1	9 / 15	Touch	Rank + 2 rounds	TSD (see text)	Willpower + 6
○	○	Mystic Shock	2	11 / 21	10 yards	1 round	TSD	Willpower + 10
○	○	Sanctuary	3	11 / 18	Touch	Rank + 10 minutes	6	Willpower + 8
○	○	Slow	2	7 / 15	Touch	Rank + 5 rounds	TSD	Halves movement, –5 penalty to Dexterity-based Tests
○	○	Solo Flight	2	7 / 18	Self	Rank + 15 minutes	TSD	Grants the power of flight
○	○	Study Thread	2	11 / 15	10 yards	Rank minutes	TSD	Willpower + 5

Sixth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Blood Lost	3	12 / 22	Touch	Rank + 1 days	TSD	Target loses ability to heal Wounds
○	○	Displace Self	2	9 / 16	Self	Rank + 5 rounds	TSD	Willpower + 7
○	○	Doom Missile	3	10 / 21	100 yards	Rank rounds	TSD	Willpower + 5
○	○	Karma Cancel	2	11 / 18	100 yards	Rank + 8 rounds	TSD (see text)	Prevents the use of Karma

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○	○	Loan Spell	2	11 / 15	Touch	Rank + 4 rounds	TSD	Loans spell
○	○	Makeshift Weapon	1	10 / 15	Touch	Rank + 5 rounds	TSD	Willpower + 8
○	○	Mental Library	3	12 / 19	Self	Rank hours	6	Increases number of books the magician can memorize, +10 bonus to the magician's Book Memory Tests
○	○	Multi-Mind Dagger	Varies (see text)	9 / 22	30 yards	1 round	TSD (see text)	Willpower + 2
○	○	Rampage	2	12 / 19	25 yards	Instant	TSD	Sets off a group of orks' gahads
○	○	Razor Orb	2	11 / 19	100 yards	1 round	TSD	Willpower + 15
○	○	Sleep	2	9 / 17	60 yards	Rank + 10 rounds	TSD	Puts target characters to sleep
○	○	Spellstore	2	12 / 19	Touch	Rank hours	6	Willpower + 6

Seventh Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Astral Gift	3	13 / 23	30 yards	5 rounds	TSD	Gives the target Astral-Sensitive Sight
○	○	Blood Boil	3	12 / 17	60 yards	4 rounds	TSD	Willpower + 9
○	○	Call	2	10 / 17	100 miles	1 round	TSD	Delivers a message
○	○	Confusing Weave	1	13 / 20	60 yards	1 round	TSD	Willpower + 3
○	○	Dislodge Spell	1	9 / 22	60 yards	1 round	TSD	Willpower + 10
○	○	Lightning Cloud	4	12 / 18	120 yards	Rank + 5 rounds	TSD (see text)	Willpower + 10
○	○	Liquid Eyes	3	13 / 23	40 yards	Rank rounds	TSD	Blinds target
○	○	Move on Through	0	NA / 17	120 yards	1 round (see text)	TSD	Willpower + 4
○	○	Mystic Net	3	13 / 20	40 yards	Rank + 2 minutes	TSD	Willpower + 8
○	○	Spell Cage	3	11 / 19	100 yards	Rank + 8 rounds	TSD	–5 penalty to all Spellcasting Tests

Eighth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Catch Spell	2	14 / 21	Self	Rank rounds	TSD	Willpower + 12
○	○	Compression Bubble	3	15 / 22	75 yards	Rank + 7 rounds	TSD	Willpower + 10
○	○	Delay Blow	2	14 / 20	Touch	Rank + 10 rounds	TSD (see text)	Willpower + 15
○	○	Peacebond	3	11 / 21	Touch	Rank + 5 minutes	TSD	Willpower + 10
○	○	Safe Opening	2	12 / 19	5 yards	Rank + 5 rounds	TSD	Willpower + 8
○	○	Spell Snatcher	2	14 / 24	60 yards	1 round (see text)	TSD	Willpower + 10
○	○	Wound Mask	3	13 / 15	Touch	Rank + 5 rounds	TSD	Willpower + 10

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Ninth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Absorbing Sphere	3	13 / 19	60 yards	Rank + 12 rounds	TSD	Willpower + 8
○	○	Channel Raw Magic	2	12 / 25	25 yards	3 rounds	TSD	Channels astral energy through target
○	○	Draining Eye	4	14 / 15	60 yards (see text)	Rank minutes	TSD (see text)	Willpower + 10
○	○	Glowing Swarm	4	12 / 22	10 yards	Rank + 3 rounds	TSD (see text)	Creates a swarm of glowing insects
○	○	Observe Event	5	14 / 15	5 yards	Variable (see text)	TSD	Willpower + 3
○	○	Reattach Limb	6	15 / 15	Touch	1 round	TSD	Willpower
○	○	Tell Tale	3	12 / 15	Touch	1 minute	TSD	Gains the answer to a question from the target object
○	○	Wipe Matrices	1+ (see text)	12 / 22	60 yards	1 round	TSD	Willpower + 12

Tenth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Death Vow	3	13 / 22	Touch	Rank weeks	TSD (see text)	Willpower + 10
○	○	Draw and Quarter	4	16 / 26	Touch	1 round	TSD	Willpower + 15
○	○	Hold Pattern	6	14 / 23	Touch	Rank days	6	Willpower + 8
○	○	Journey to Life	7 (see text)	14 / 15	Touch	Rank days	TSD (see text)	Willpower + 15
○	○	Onion Blood	4	16 / 19	100 yards	Rank rounds	TSD	Willpower + 6
○	○	Spell Fusion	4	16 / 26	40 yards	3 rounds	6, TSD, 12 (see text)	Willpower + 3
○	○	Warp Astral Space	3	17 / 23	50 yards	Rank + 5 rounds	15	Warps astral space, –8 penalty to Spellcasting Tests through or in the warped area

Eleventh Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Block Magic	4	16 / 25	40 yards	Rank + 3 minutes	10	–10 penalty to magic-related Action Tests

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Twelfth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Alter Form	8 (ritual, see text)	16 / 26	Touch (see text)	1 round	TSD (see text)	Alters the nature and pattern of the target

Thirteenth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	Cleanse Astral Space	5 (ritual, see text)	20 / 28	Touch	1 round	10	Willpower + 12

Fifteenth Circle Spells

Spell Known?	In Matrix?	Spell Name	Threads	Weaving / Reattuning Difficulty	Range	Duration	Casting Difficulty	Effect
○	○	City in a Bottle	8 (ritual, see text)	18 / 33	25 miles	Rank + 1 days	12	Captures terrain and puts it in a bottle

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THE AGE OF LEGEND

Before science, before history, an era of magic existed in our world's dim past. Magic flowed freely, touching every aspect of the lives of men and women of the Name-giver races. It was an age of heroes, an age of fantastical deeds and mythical stories. It was the Age of Legend.

As the levels of magic rose, so did the dangers in the world. The rise of magic lured the Horrors from the depths of astral space—nightmarish creatures that devoured all life in their path. For four centuries, entire nations hid underground as the Horrors devastated their lands during the dark time that came to be called the Scourge.

A century ago, the people of Barsaive emerged from their sealed kaers and citadels. Trolls, dwarfs, elves, orks, and humans live side by side with exotic races: the lizard-like t'skrang, the small, winged windlings, and the earthen obsidimen. Fantastical creatures dwell once more in the forests and jungles. Arcane energies offer power to those willing to learn the ways of magic.

In the Age of Legend, bold heroes from all across Barsaive band together—ready to fight for life and freedom against the remaining Horrors and the oppressive Theran Empire, which seeks to bend the rebellious province again to their yoke. Through noble deeds and sacrifice, the heroes of the world forge Barsaive's future, arming themselves for their daunting task with powerful magical spells and treasures.

Earthdawn is a roleplaying game set in a world of high adventure, high magic, and terrible danger. This file contains handy overviews of all spells contained in the **Player's Compendium** for easy reference during game sessions.

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